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TENCHU 2

BIRTH OF THE STEALTH ASSASSINS

Live by Honor. Kill by Stealth.

天誅二

ACTIVISION

PlayStation.

TENCHU 2

BIRTH OF THE STEALTH ASSASSINS™

天誅2

Live by Honor. Kill by Stealth.

- Discover even more ways to slay your foes with 21 new stealth kill techniques.
- Take on the role of three ninja assassins, each with their own story and fighting techniques.
- Create an infinite number of missions with the Mission Editor mode and share your stealth adventures by trading via memory card or over the Internet.
- Strike from the shadows in 29 new day and night stealth missions.
- Utilize a variety of new ninja weapons and items, like flaming arrows and invisibility.
- Conceal and search bodies, swim, and hide underwater using a bamboo reed to breathe.

Before the events of **Tenchu**™, the House of Gohda is rocked by betrayal. As shadow warriors Rikimaru, Ayame and Tatsumaru, you are called on to restore pride to the name of your master. For you have been born to a life of honor...a life of stealth.

Create your own stealth ninja missions with the Mission Editor mode!

1 Player | MEMORY CARD 1 Block | Analog Control Compatible | Vibration Function Compatible

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

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ANIMATED VIOLENCE
ANIMATED BLOOD AND GORE

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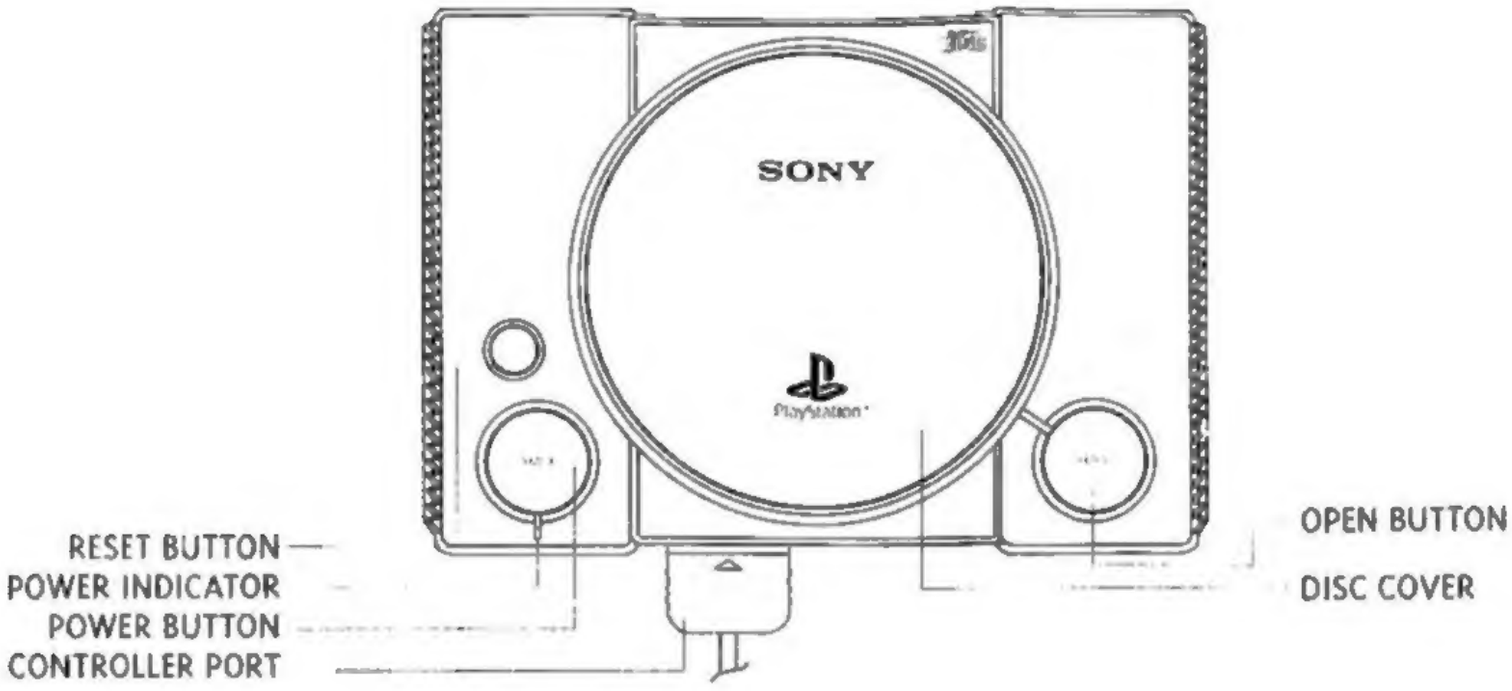
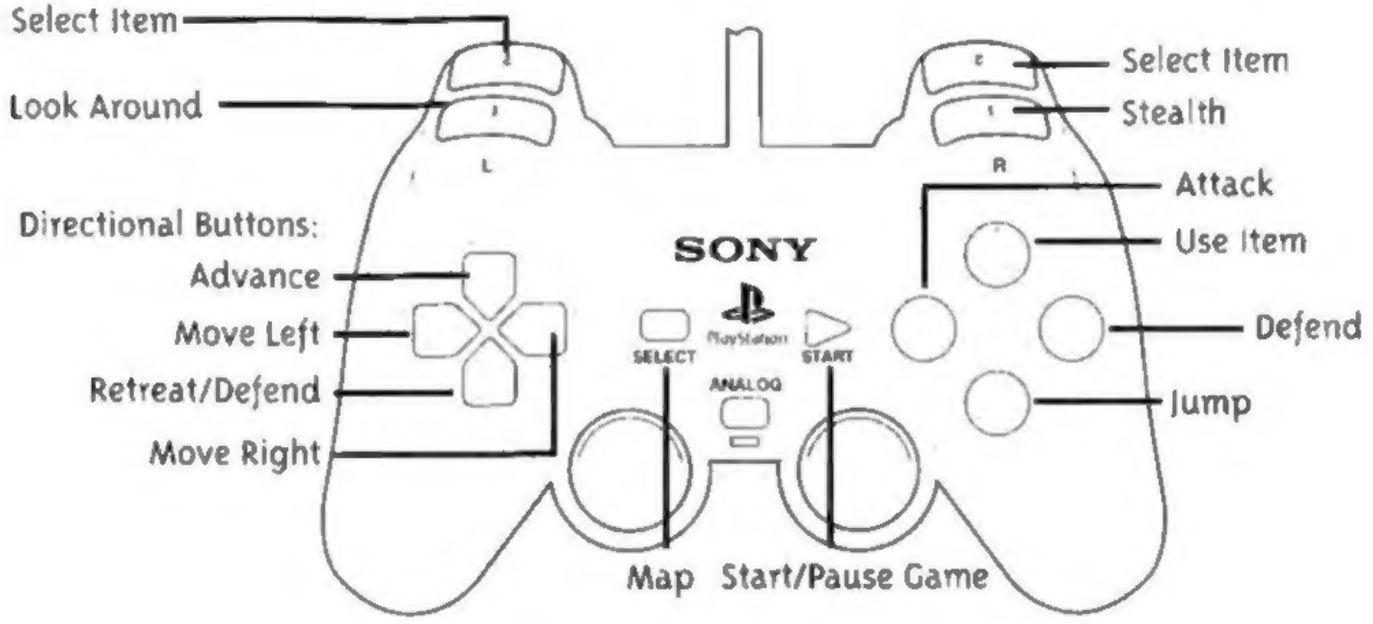
SETUP



- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Tenchu 2™ disc and close the disc cover.
- Insert game Controller and MEMORY CARD and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

game controls

The default Controller configuration is shown here. All references to button selection in this manual refer to the default Controller configuration.



To select menu options, use the directional buttons to navigate through the menu options, highlight the desired option, and press the ✕ button to accept.

- Drag Dead Body: the R1 button + the ○ button (while weapon is sheathed)
- Sheathe Sword: Hold down the □ button or double-tap the ○ button
- Search Dead Ninja for Item: the R1 button

Soft Reset

Press and hold the START button while holding down the SELECT button to perform a soft reset.

prologue

The old regime has fallen, and civil war now threatens to tear Japan apart. Regional warlords, blind with ambition, wage bloody campaigns for territory in the hope of one day hoisting their flag over the imperial city.

Only Lord Gohda Matsunoshin places the welfare of his subjects over his own ambitions, and forsakes the brutal power struggle. His just and compassionate rule earns him the love and respect of his people and the hatred of his rivals.

For generations uncounted, the House of Gohda has called upon the Azuma Ninja in times of need. In his darkest hour, Gohda Matsunoshin again requests the help of the mysterious shadow warriors. When three young ninja step forward to save the House of Gohda, they find themselves in a fierce battle with a sinister force that threatens to change the course of history.

RIKIMARU

Diligent and unassuming, Rikimaru has worked steadily since childhood to become a skilled shadow warrior. As a ninja, his self-confidence and sense of destiny is unshakeable. He would lay down his life for his lord without a moment's doubt.

AYAME

Ayame is the youngest of the Azuma Ninja. Ignoring the ancient traditions of female ninja, Ayame has developed a unique style of fighting that perfectly matches her wild, rebellious personality.

TATSUMARU

The senior pupil of Azuma Shiunsai, Tatsumaru has trained together with Rikimaru and Ayame for years. His physical prowess and skill with the sword is matched by few. He has been raised since childhood to someday succeed Azuma Shiunsai as the leader of the Azuma Ninja.

AZUMA SHIUNSAI

Shiunsai adopted Rikimaru, Ayame, and Tatsumaru as infants and raised them to be Azuma Ninja. He is both their teacher and their father figure. Although he has slowed down some in his old age, Shiunsai is still a very deadly swordsman. He has recently decided to step down as head of the Azuma Ninja.

GOHDA MATSUNOSHIN

The current leader of the House of Gohda and the ruler of the Gohda Domain, Matsunoshin is known to be a just and compassionate ruler. Matsunoshin's family has employed the Azuma Ninja as shadow warriors for generations.

KAGAMI

A mysterious female ninja who leads the secret ninja society known as the Burning Dawn, Kagami is ruthlessly pursuing her dream of a world ruled by the ninja. Her plans will bring her into conflict with both the House of the Gohda and the Azuma Ninja.

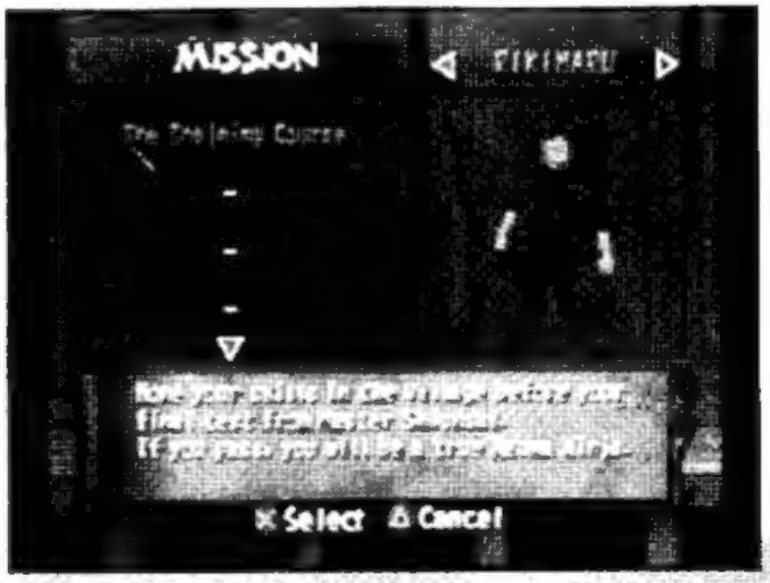
story mode

Choosing a Mission

If you select Start from the title screen, you will go to the Mission screen. Your first task as a ninja is to select a character and a mission to begin playing the Story Mode.

Character Selection

Use the ← and → directional buttons to select the character you want to play. The third character, Tatsumaru, will not be available until after you have successfully completed all of Rikimaru and Ayame's missions.



Mission Selection

Use the ↑ and ↓ directional buttons to choose a mission. If you have been saving game data to a MEMORY CARD, you will be able to choose from among the missions you have already completed. When you first start playing, you will only be able to choose the training mission for either Rikimaru or Ayame.

THE TRAINING COURSE

Before setting out on a full-blown, life or death mission, you will have a chance to sharpen up your skills in the safety of your native village. The training course has been designed to teach and test all the basic moves and skills you will need to succeed as a ninja. All button prompts in the training course are for the standard controller settings.

ITEMS SCREEN

Item Carrying Limit

The maximum number of items you can carry on any one mission is 12.

Item Type Limit

On any given mission, you are limited to bringing five types of items plus your grappling hook.

Each time you successfully complete a mission, more items will be available for your next mission. The higher your score, the more items you will be awarded. Any items you don't use will be returned to your inventory after your mission is complete.

Note: Some Ninja items can be found scattered throughout levels and on dead enemies. Others must be earned by achieving the rank of Grand Master on a certain number of missions.

THE GAME SCREEN

The game screen has several features that provide vital information.

The Ki Meter

Use the Ki Meter to determine when you are close to another character and whether that character is aware of you. As you approach an enemy or other type of character, your Ki Meter will start to glow and a number will appear beneath it. As you get closer, the glowing area will grow larger and the number will start to approach 100.

Know Your Enemy

The Ki Meter reads four different emotional states:

(?) You are near another character, but the other character hasn't yet sensed your presence.

(!) The enemy has sensed something, but doesn't yet know what or who you are.

(!?) The enemy is in a heightened state of alert. Move carefully and hide until the enemy goes back to a normal state.

(!!) The enemy has spotted you and is preparing to attack. It's too late to hide now; you must either attack or run away.

Ki Meter: A Word of Caution

Your Ki meter cannot distinguish between enemies and noncombatants.

Grappling Hook

The aiming crosshair will be dimmed out if the grappling hook won't catch on the surface you are aiming at.

Colored Rice

Colored rice will mark your location on the terrain as well as on the map.

Mine

Place mines in the paths of enemies. Mines cannot be placed in water.

Poison Rice

These delicious-smelling rice balls will be irresistible to any enemy character who finds them. Enemy characters will not pick up poison rice if they are on the alert.

Leaves of Stealth

If you are in trouble, you can use this item to escape. You will disappear in a cloud of swirling leaves, and reappear behind your enemy.

Ninja Rebirth

A ninja rebirth will give you a second chance at life if you are carrying it when you run out of health. When on land, instead of dying, you will disappear and then reappear at another location, with your full normal health. If you previously placed colored rice, you will reappear at the nearest colored rice location. If not, you'll be back at the starting point. If you are in the water, you will be revived at the spot where you died.

Each time you successfully complete a mission, you will be presented with the Results screen which totals up your performance for the mission. Earning a high score is important, because it determines what kind and how many ninja items will be available for your next mission.

SCORING

Stealth Kills: 20 points each.

Normal Kills: 5 points each.

Spotted: 300 bonus points for not being spotted. Minus 30 points from this bonus each time you are spotted.

Noncombatants: Minus 150 points each time you murder an innocent bystander.

SAVING YOUR PROGRESS

You can save your progress in the Story Mode to a MEMORY CARD in MEMORY CARD slot 1. Only one Tenchu 2 Story Mode game can be saved on a single MEMORY CARD. Games can be saved at the end of each mission by turning on the autosave feature (default is on), or by selecting Quit on the Results or Game Over screens, and then selecting SAVE on the MEMORY CARD sub-menu of the Options menu.

Note: Activision Customer Support cannot troubleshoot user-made editor missions.

GETTING STARTED

You will be presented with two choices:

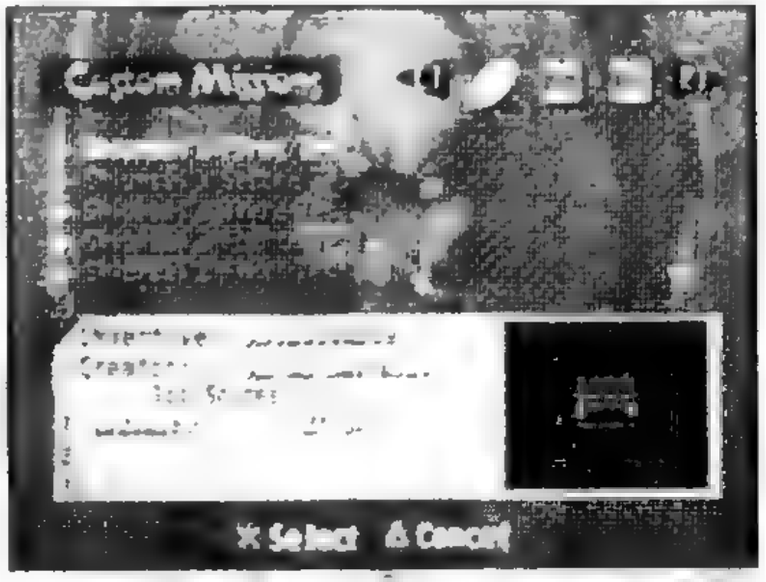
Run Mission

Select this item if you want to play one of the ready-to-play Mission Editor missions (default missions), or a custom mission located on a MEMORY CARD.

Edit Mission

Select this item if you want to create a new mission or edit an existing one.

RUNNING CUSTOM MISSIONS



Selecting a Custom Mission

When you select Run Mission from the Mission Editor title screen, you are taken to the Custom Missions screen. Here, you will select either a default mission from the Tenchu 2 CD-ROM, or a custom mission from a MEMORY CARD.

Selection Cursor

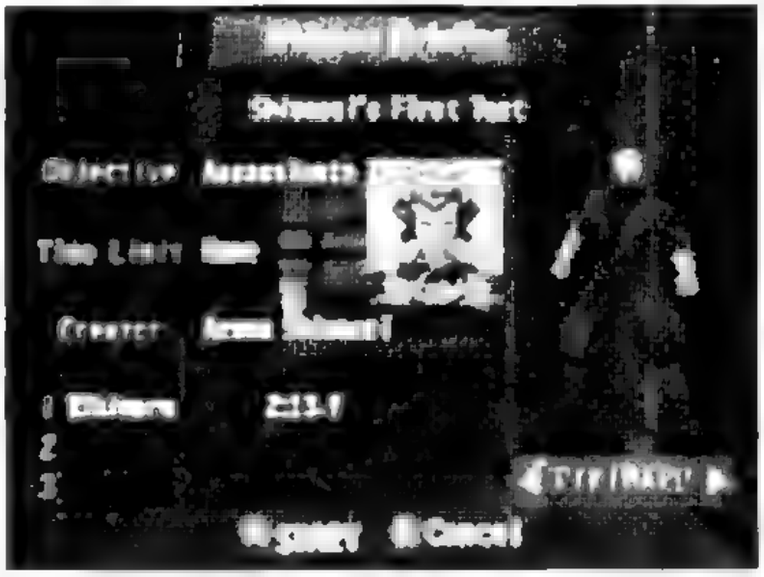
Use the R1 and L1 buttons to move the selection cursor.

Mission Name

The names of the missions available on the currently highlighted source (CD-ROM, MEMORY CARD 1, MEMORY CARD 2) are displayed in this area. More default missions will become available as you progress through Story mode. Use the ↑ and ↓ directional buttons to select the mission you want to play, then press the ✕ button.

MISSION BRIEFING

This screen outlines the conditions for completing the mission. You will also hear Shiunsai give you your orders. Use the ← and → directional buttons to choose the character you want to play. The characters available to use will depend on the mission settings and how far you have gone in Story Mode.



THE GAME SCREEN

The game screen is very similar to the one used in Story Mode. There are some important differences:

Total Time

Shows the total amount of time that has passed since you began the mission. When your total time reaches 59:59.9, your mission will be over.

Time Bonuses

As you play through a Mission Editor mission, various time bonuses will be applied:

Stealth Kill:	-15 seconds
Normal Kill:	-5 seconds
Spotted:	+10 seconds
Kill of noncombatant:	+30 seconds

Ninja Items

Only four types of ninja items are available in the Mission Editor: the grappling hook, shurikens, caltrops, and colored rice.

Mission Objective Icons

Five types of missions have supplementary icon displays:

Eliminate: Candles mark the number of enemy characters still alive.
Steal: Once you steal the document, it will show up on the screen.
Retrieve: Any scrolls you have found and taken possession of will be displayed on the screen.
Stealth: If the mission has a stealth requirement, "Stealth" will be displayed on the screen. On stealth missions, the game is over the instant you are spotted.
Time Limit: In missions with a time limit, the amount of time you have left to complete the mission is displayed on the screen.

POST-MISSION EVALUATION

The Mission Editor ranks performances by the total amount of time taken to complete the mission. Move fast and collect time bonuses to earn a high score.

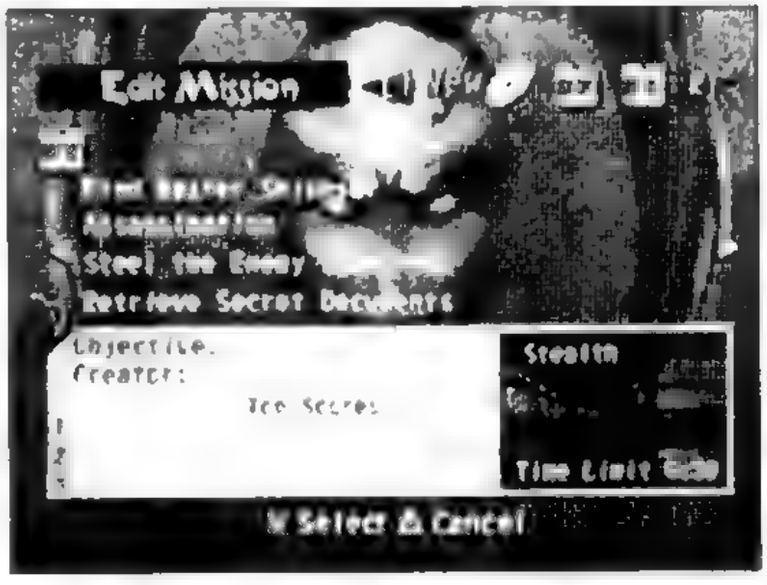
Top Scores

If your time places you in the top three for that mission, you'll be asked to enter your name (eight characters maximum).

Code Earned

This is all the elements of your score combined and translated into code.

EDITING MISSIONS



Managing Mission Data

From here, you can create new missions or edit previously created ones. Use the R1 and L1 buttons to select the source of the mission, and the ↑ and ↓ directional buttons to select a mission name (where applicable).

Create New Mission (Blank Page Icon)

Select this option if you want to create an all-new mission. This will take you to the Mission Settings screen.

Manage MEMORY CARD Data (MEMORY CARD Icons)

Highlighting either of the MEMORY CARD icons will let you manage any custom mission data stored on a MEMORY CARD. Select a mission name and hit the ✕ button to bring up the MEMORY CARD pop-up menu.

MISSION SETTINGS

The first step in creating a new mission is to set the mission parameters on the Mission Settings screen.

Title: Maximum 32 characters.

Creator: Maximum 16 characters.

Password (Not Required): If you don't want someone else editing your mission, enter a password here.

Location: When you first start playing Tenchu 2, the only location you will be able to select is the Dojo. As you advance in Story mode, you will be awarded more selections.

Objective

Each mission has a specific objective that the player must achieve in order to complete the mission successfully. Select from the following options:

Seek Out: Find Azuma Shiunsai.

Assassinate: Assassinate the target character. No other characters matter. The target character is determined by the location setting.

Eliminate: Eliminate every enemy character on the board.

Protect: Locate Lord Gohda, then escort him safely to where Sekiya, his senior councillor, is waiting.

Steal: Locate a secret document hidden somewhere on the level, and bring it back to Lord Gohda.

Retrieve: Find the three missing scrolls. The scrolls may be hidden or in the possession of enemy characters.

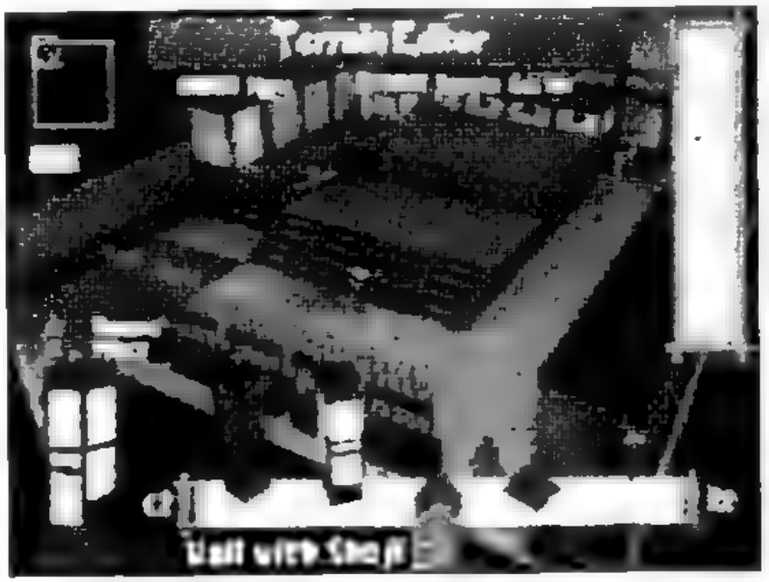
Character: A mission can be limited to any one, or open to all of the three main characters.

Stealth: If you want stealth to be a requirement for your mission, set this to Required.

Time Limit: You have the option of setting a time limit for your mission. If the player doesn't complete the mission within the time allotted, the Game Over screen is displayed. The time limit is set in 30 second increments, with a maximum time limit of 20 minutes.

THE TERRAIN EDITOR

This is where you will actually lay out the terrain of your mission. Later, you will use the Character Editor to populate your new terrain with characters.



Terrain

This is the grid pattern upon which you will build your terrain.

Editing Cursor

The red square marks the grid block currently selected for editing.

Terrain Overview

This miniature map of the terrain lets you check character distribution at one glance. The red rectangle indicates the part of the terrain currently displayed on screen. The colored dots indicate the location of characters and important objects as follows:

Blue:	Player
Pink:	High-ranking characters
Yellow:	Boss characters
Red:	Low level characters and/or scrolls and secret documents
Green:	Noncombatants

Object List

This list contains all the objects that can be placed on the terrain, as determined by the mission's location. The Object List contains two types of objects: Terrain Blocks, which make up the actual terrain, and Terrain Objects, which sit on top of Terrain Blocks and serve a decorative or functional purpose, but don't affect terrain height or shape.

Selected Object

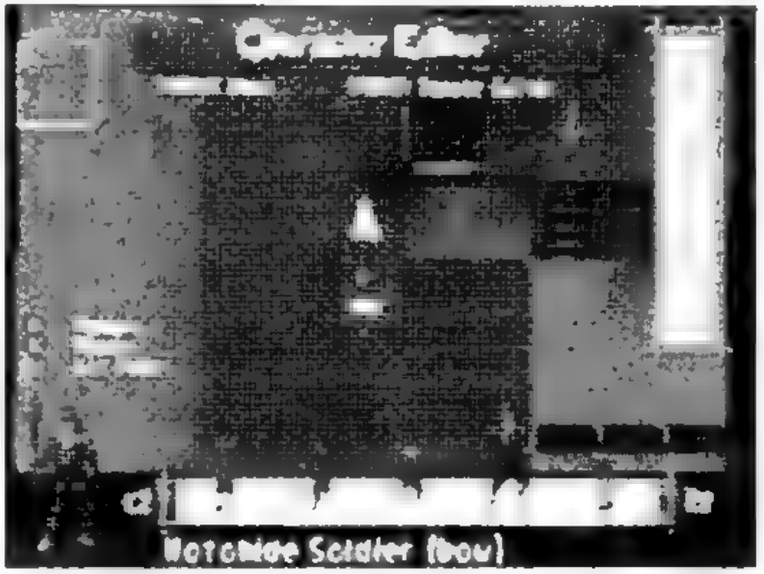
The currently selected object is displayed in the lower-left corner of the screen as it would appear in the game.

Terrain Height Meter

Shows the height of the block of terrain currently under the Editing Cursor. Terrain blocks can be from zero to four meters high. Underwater terrain can be from one to four meters deep.

THE CHARACTER EDITOR

Place characters onto your terrain by using the character editor. You'll notice that some characters have already been placed on the terrain for you. The Mission Editor has automatically placed the minimum number and type of characters required by the Mission Objective setting.



Editing Cursor
Move the red square to the grid block where you want to place a character.

Character List
A list of characters that are appropriate for the mission's objective and location.

Character Display
This area shows the character located in the grid block under the Editing Cursor.

EDITOR CONTROLS

Basic Controls (Terrain Editor & Character Editor)

L2/R2 buttons
Scroll through the available terrain objects and characters.

✕ button
Places the currently selected character or terrain object onto the terrain map. A total of 64 objects and 20 characters can be placed on the map.

button
Removes the character or terrain object under the Editing Cursor.

SELECT button
Calls up the Editor Pop-up menu.

START button
Toggles between the Character Editor and the Terrain Editor.

Viewing Controls (Terrain Editor & Character Editor)

L1 + directional buttons
Adjusts camera angle.

L1 + □ buttons
Zoom in (three presets)

L1 + ○ buttons
Zoom out (three presets)

L1 + buttons
Press once to switch to wireframe view. Press again to eliminate building structures from view. Press once again to reset.

L1 + × buttons
Reset viewpoint to original horizontal settings.

Terrain Placement (Terrain Editor Only)

□ button (or × button)
Decrease terrain elevation.

○ button
Increase terrain elevation.

R1 + ○ buttons
Rotate object 90 degrees to the right.

R1 + □ buttons
Rotate object 90 degrees to the left.

Character Placement (Character Editor Only)

○ button
Rotate character 90 degrees to the right.

□ button
Rotate character 90 degrees to the left.

SETTING CHARACTER PATHS

R1 button

You can assign a character to move along a particular path. If no path is assigned, the characters will simply stand where you have placed them until disturbed. To assign a path, place the Editing Cursor over a placed character, then press the R1 button. Path mode is now activated. Here are the Path mode commands:

Directional buttons

The blue arrow shows the direction the character is facing. Use the directional buttons to move the blue arrow where you want the character to go. Each character path can contain up to 160 grid spaces worth of movement.

□ and ○ buttons

You can force a character to pause before going on to the next block. To set the length of the pause, use the ○ button to increase the delay count (up to 7), and the □ button to decrease the delay count. Each individual pause you program will count as one grid space against the maximum of 160 grid spaces for a path.

button

Deletes one grid space of movement from the end of the path.

× button

Accepts changes to the character path and pause settings and exits Path mode.

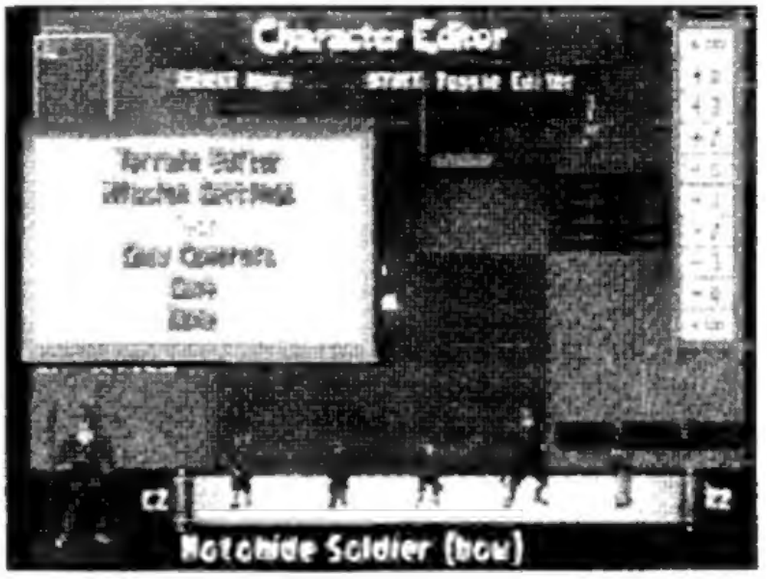
Note: The button descriptions for the □ and ○ buttons in the Terrain Placement and Path Creation sections of the Show Controls screen are incorrect. Please refer to the descriptions above.

EDITOR POPUP MENU

Pressing the SELECT button in either the Character Editor or the Terrain Editor will open the Editor pop-up menu.

Test

You can play test your new terrain at any time by selecting this menu item. Press the START button and then the button to return to the editing screen when you are done testing.



Show Controls

Use this menu command when you need to check a particular button combination or editor function. Press any button to return to the regular editing screen.

Save

Allows you to save your mission to a MEMORY CARD in either MEMORY CARD slot 1 or MEMORY CARD slot 2. Each mission takes up one block of MEMORY CARD space. Select Create New File if you want to save your terrain to a different block of memory. To write over data from other missions, select the name of the mission from the list, then hit the ✕ button.

Done

You will be asked if you wish to save your mission data, then you will be returned to the Mission Editor title screen.

Warning!

Changing the mission's Objective parameter will reset any character data to reflect the new mission objectives.